Application or Docket Number PATENT APPLICATION FEE DETERMINATION RECORD Effective October 1, 2001 1000382 **CLAIMS AS FILED - PART I** SMALL ENTITY OTHER THAN (Column 1) (Column 2) TYPE ___ OR SMALL ENTITY **TOTAL CLAIMS** RATE FEE RATE FEE 14 OR BASIC FEE 740.00 FOR BASIC FEE 370.00 NUMBER FILED NUMBER EXTRA TOTAL CHARGEABLE CLAIMS -minus 20= X\$ 9= X\$18=OR INDEPENDENT CLAIMS minus 3 =X42= X84=84 OR MULTIPLE DEPENDENT CLAIM PRESENT +280= +140= OR * If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN SMALL ENTITY OR SMALL ENTITY (Column 3) (Column 2) (Column 1) CLAIMS HIGHEST ADDI-ADDI-**AMENDMENT A** NUMBER REMAINING PRESENT TIONAL TIONAL RATE RATE **PREVIOUSLY** AFTER EXTRA FEE FEE **AMENDMENT** PAID FOR #20 Total Minus X\$18= X\$ 9= OR = / Minus Independent 84.00 X42 =X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140=OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 2) (Column 3) (Column 1) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AMENDMENT **PREVIOUSLY** AFTER **EXTRA** FEE FEE PAID FOR **AMENDMENT** Minus Total ** X\$9=X\$18=OR Minus Independent = *** X42=X84= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140=OR TOTAL TOTAL OR ADDIT FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT TIONAL RATE TIONAL RATE AMENDMENT AFTER **PREVIOUSLY EXTRA** FEE FEE PAID FOR **AMENDMENT** Minus Total ** X\$18=X\$ 9= OR Minus = independent *** X42=X84=OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +280= +140= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.